

Towards future pedestrian-vehicle interactions: Introducing theoretically-supported AR prototypes (2021)

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Software Readme

Versions tested on:

Unity: 2019.4.5.f1

Unity MARS: 1.2.0

AR Foundation: 2.1.8

AR Kit XR Plugin: 2.19

AR Core XR Plugin: 2.1.18 (*untested*)

XR Plugin Management: 3.2.15

Contents:

/Assets

/Animations: contains the animation files used.

/Environments: testing environments used in the simulation view.

/FBX: all .fbx files used to create the prefabs.

/Markers Proxies: proxy data collected using the companion app on site. The vehicle marker proxy has been omitted.

/MARS: MARS package files.

/Materials: contains materials used on the gameobjects.

/Images: icons used

/Prefabs: all created prefabs can be found here.

/Scenes: contains all concept scenes including the loader (trigger menu). Concepts 3 and 4 has been split into two scenes with S (safe) and U (unsafe states). The 'Concept 3' scene contains the experimental LiDAR scaling method.

/Scripts: all scripts used for the concepts.

Assets used:

Pedestrian traffic light: <https://www.turbosquid.com/3d-models/pedestrian-traffic-light-blend/655748>

Stop icon: <https://stock.adobe.com/mt/images/red-stop-sign-with-big-hand-symbol-icon-vector-illustration/266207854>

Pedestrian icon: <https://stock.adobe.com/mt/images/pedestrian-icon/179269001>

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